

F355 challenge

Passione Rossa

F355 Challenge™ Passione Rossa.

Original Game © SEGA ENTERPRISES, LTD., 1999

© SEGA ENTERPRISES, LTD./CRI 2000. Developed by AM2 of CRI



Acclaim

F355 challenge™, Ferrari® all associated logos and the F355 Challenge distinctive designs are trademarks of Ferrari Idea S.A.

Sega is registered in the US Patent and Trademark Office. Sega, Dreamcast and the Dreamcast logo are either registered trademarks or trademarks of Sega Enterprises, Ltd. All Rights Reserved. Made and printed in the USA. 90451195. Screen only with NTSC television and Sega Dreamcast system purchased in North and South America. Product registered under one or more of the following U.S. Patents: 5,802,314; 5,825,378; 5,827,898; 5,888,173; 5,942,416; 5,945,594; 5,952,076; Pk. 35,338; Japanese Patent No. 3270303; (Patents pending in U.S. and other countries). Canada Patent No. 1,183,376. The rings icon is a trademark of the Interactive Digital Software Association. Sega of America Dreamcast, Inc. P.O. Box 1320, San Francisco, CA 94112.

SEGA

Dreamcast.

F355 challenge™

Passione Rossa



SEGA

F355 Challenge™ Passione Rossa.
Original Game © SEGA ENTERPRISES, LTD., 1999
© SEGA ENTERPRISES, LTD./CRI 2000. Developed by AM2 of CRI



Acclaim

EVERYONE
E
CONTENT RATED BY
ESRB
T-8115N

WARNINGS Read Before Using Your Sega Dreamcast Video Game System

CAUTION

Anyone who uses the Sega Dreamcast should read the operating manual for the software and console before operating them. A responsible adult should read these manuals together with any minors who will use the Sega Dreamcast before the minor uses it.

HEALTH AND EPILEPSY WARNING

Some small number of people are susceptible to epileptic seizures or loss of consciousness when exposed to certain flashing lights or light patterns that they encounter in everyday life, such as those in certain television images or video games. These seizures or loss of consciousness may occur even if the person has never had an epileptic seizure.

If you or anyone in your family has ever had symptoms related to epilepsy when exposed to flashing lights, consult your doctor prior to using Sega Dreamcast.

In all cases, parents should monitor the use of video games by their children. If any player experiences dizziness, blurred vision, eye or muscle twitches, loss of consciousness, disorientation, any involuntary movement or convulsion, IMMEDIATELY DISCONTINUE USE AND CONSULT YOUR DOCTOR BEFORE RESUMING PLAY.

To reduce the possibility of such symptoms, the operator must follow these safety precautions at all times when using Sega Dreamcast:

- Sit a minimum of 6.5 feet away from the television screen. This should be as far as the length of the controller cable.
- Do not play if you are tired or have not had much sleep.
- Make sure that the room in which you are playing has all the lights on and is well lit.
- Stop playing video games for at least ten to twenty minutes per hour. This will rest your eyes, neck, arms and fingers so that you can continue comfortably playing the game in the future.

OPERATING PRECAUTIONS

- To prevent personal injury, property damage or malfunction:
 - Before removing disc, be sure it has stopped spinning.
 - The Sega Dreamcast GD-RDM disc is intended for use exclusively on the Sega Dreamcast video game system. Do not use this disc in anything other than a Sega Dreamcast console, especially not in a CD player.
 - Do not allow fingerprints or dirt on either side of the disc.
 - Avoid bending the disc. Do not touch, smudge or scratch its surface.
 - Do not modify or enlarge the center hole of the disc or use a disc that is cracked, modified or repaired with adhesive tape.
 - Do not write on or apply anything to either side of the disc.
 - Store the disc in its original case and do not expose it to high temperature and humidity.
 - Do not leave the disc in direct sunlight or near a radiator or other source of heat.
- Use lens cleaner and a soft dry cloth to clean disc, wiping gently from the center to the edge. Never use chemicals such as benzene and paint thinner to clean disc.

PROJECTION TELEVISION WARNING

Still pictures or images may cause permanent picture tube damage or mark the phosphor of the CRT. Avoid repeated or extended use of video games on large-screen projection televisions.

SEGA DREAMCAST VIDEO GAME USE

This GD-RDM can only be used with the Sega Dreamcast video game system. Do not attempt to play this GD-RDM on any other CD player, doing so may damage the headphones and/or speakers. This game is licensed for home play on the Sega Dreamcast video game system only. Unauthorized copying, reproduction, rental, public performance of this game is a violation of applicable laws. The characters and events portrayed in this game are purely fictional. Any similarity to other persons, living or dead, is purely coincidental.

TABLE OF CONTENTS

LOADING	2
CONTROLS	5
MAIN MENU	6
THE SCREEN	7
SELECTION SCREEN	8
ASSIST FUNCTION	9
MODES	10
TRAINING	10
DRIVING	10
RACE	10
ARCADE	11
CHAMPIONSHIP	12
SINGLE PLAY	13
VERSUS PLAY	14
NETWORK RACE	14
CAR SETTINGS	17
DRIVING DATA	19
HOME PAGE	21
OPTIONS	21
SAVE/LOAD GAME	22
COURSES	23



Loading

1. Insert your F355 Challenge™ Passione Rossa Sega Dreamcast™ Specific Disc into your Sega Dreamcast console.

2. Plug your Sega Dreamcast Controller into Controller Port A.

Note: F355 Challenge™ Passione Rossa is a 1 to 2 player game*. Before turning the Sega Dreamcast power ON, connect the controller or other peripheral equipment into the control ports of the Sega Dreamcast.

3. Switch on the power to your Sega Dreamcast Unit.

4. You will be prompted to select a Visual Memory Unit (VMU) on which to save your progress in the game. Each saved game requires up to 39 blocks of memory. If you do not have a VMU or it does not have adequate blocks to save the game data, you will be alerted but may continue playing.

While saving a game file, never turn OFF the Sega Dreamcast power, remove the memory card or disconnect the controller.

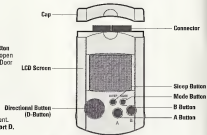
*Purchase additional controllers (sold separately) to play with two or more people.

To return to the title screen at any point during game play, simultaneously press and hold the A, B, X, Y and START Buttons. This will cause the Sega Dreamcast to soft-reset the software and display the title screen.

SEGA DREAMCAST HARDWARE UNIT



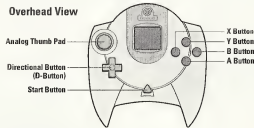
VISUAL MEMORY UNIT (VMU)



Never disconnect the VMU while performing a battle or exchanging data when connected to another VMU. Also note that leaving two VMU connected for a long period of time will considerably shorten the life of the batteries.

SEGA DREAMCAST CONTROLLER

Overhead View

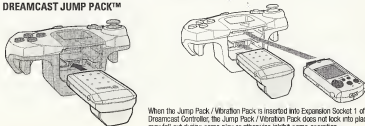


Forward View



Never touch the Analog Thumb Pad or Triggers L/R while turning the Sega Dreamcast power ON. Doing so may disrupt the controller initialization procedure and result in malfunction.

SEGA DREAMCAST JUMP PACK™



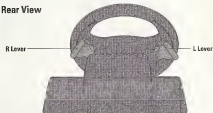
When the Jump Pack / Vibration Pack is inserted into Expansion Socket 1 of the Sega Dreamcast Controller, the Jump Pack / Vibration Pack does not lock into place and may fall out during game play or otherwise inhibit game operation.

RACE CONTROLLER

Front View



Rear View

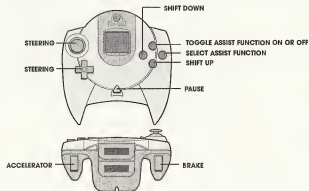


When using the Race Controller, never touch the steering wheel or left and right levers when turning the Sega Dreamcast power ON. Doing so may disrupt the initialization procedure and result in malfunction if readjustment is not properly carried out via the Options menu. If the handle or levers are accidentally moved while turning the power ON, immediately turn the power OFF and ON again making sure not to touch the Race Controller.

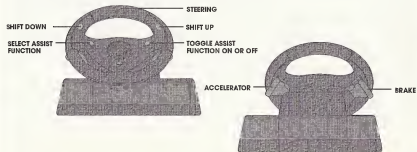
MENU NAVIGATION

Confirm/ Select	A BUTTON
Cancel/ Previous	B BUTTON
Select Option	DIRECTIONAL BUTTON UP and DOWN
Toggle Option	LEFT and RIGHT DIRECTIONAL BUTTON
Pause Game	START BUTTON

Sega Dreamcast Controller

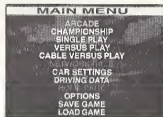


Racing Controller



Main Menu

There are various modes in this game. Each of these modes is summarized here. Go to the Main Menu by pressing the **Start Button** at the Title Screen. Select the mode to play using the **Directional Button**, and confirm the selection with the **A Button**. If the demonstration has begun, you can return to the Title Screen by pressing the **Start Button**.



Contents of Each Mode

ARCADE The game is a checkpoint style race, like the arcade version of "F355 Challenge."

CHAMPIONSHIP There are a total of 6 races. Compete for the combined highest score from each race.

SINGLE PLAY Basically the same as "ARCADE," but there is no time limit, and the car setting can be changed.

VERSUS PLAY 2-player split screen race.

NETWORK RACE Connected to the internet, time attack is done using **ghost cars** with a large number of players.

CAR SETTINGS Change the car setting.

DRIVING DATA View the driving data graph and replay. Also, the best lap can be confirmed.

HOME PAGE Reads the home page. You can also participate in the internet ranking.

OPTIONS The control assignment and various setups are done.

SAVE GAME Saves the file.

LOAD GAME Loads the file.

The Screen



This explains the basic screen display. The Play Screen in the "ARCADE" race mode is explained here as an example.

- 1 **Ranking/Number of cars participating:** Displayed on Race and Versus Screen.
- 2 **Time left:** Displayed only on modes with time limits.
- 3 **Radar:** Shows the position of your car and your opponents.
- 4 **Rear-view mirror.**
- 5 **Number of current lap/Number of total laps.**
- 6 **Total time passed.**
- 7 **Lap time.**

- 8 **Assist function selection cursor:** Press the B Button to select the help function.
- 9 **Assist function indicator:** Press the Y Button to turn the selected help function ON/OFF.
- 10 **Tachometer.**
- 11 **Gear display.**
- 12 **Speed meter (analog).**
- 13 **Speed meter (digital).**
- 14 **Map display:** Shows the course map and position of your car and the leading car.

Selection Screen

A selection screen appears before the races in each mode. The common items in the selection screens of the various modes are introduced here.

Course Selection

Selects the course to run. See page 23 for details of each course.

Level Selection

Selects the level. Depending on the level, the transmission type and the availability of the assist function will vary. The assist function can be switched ON/OFF separately during gameplay.

Beginner: Shifting is automatic. All of the assist functions SC, TC, ABS, and IBS may be used.

Intermediate: Shifting is manual (6-speed). The assist functions SC, TC, and ABS may be used, and the IBS function cannot be used.

Professional: The handicap of the selected player is gone (can be selected only during Versus Player and only when the HANDICAP under OPTIONS is HEAT). The shifting operation and the assist functions are the same as the intermediate level.

Course Selection Screen

Select from 6 courses. Use the **Directional Button Left or Right** to make selections, and press the **A Button** to confirm the selection.



Level Selection Screen

Select the transmission type and assist function. Use the **Directional Button Up or Down** to make selections, and press the **A Button** to confirm the selection.

Assist Function

There are various types of assist functions to help the beginning driver improve his/her driving technique.

The assist functions can be switched ON/OFF individually while driving (the assist functions that can be used differ based on the level). By playing with the assist function OFF, the player can steadily improve.

In **OPTIONS**, the ON/OFF can be set at the beginning of the race.

How to Switch the Assist Function ON/OFF

Press the **B Button** to move the assist function selection cursor displayed on the assist function indicator. Press the **Y Button** to switch the selected function ON/OFF.



Stability Control

Posture control when cornering. Improves control stability.



Traction Control

Transfers the engine's power to the wheels for better traction. Improves control stability.



Anti Lock Brake System

Keeps the tires from locking while braking.





Intelligent Brake System

Automatically brakes before curves or turns. With this function, a beginner can concentrate on steering. It is also useful to learn the braking points on the course.

Mode Select

Select the mode you wish to play. Move the **Directional Button UP** or **DOWN** to select and the **A Button** to confirm your selection.

NOTE: These modes are only available in **Arcade** and **Single Play** modes.

Training: Learn the line of the course, braking points and shift timing, following verbal instructions and marks.

Driving: Drive the course alone to improve your technique. Also, consulting your drive data, a **ghost car*** appears.

Race: Participate in a race and compete for the top ranking. Try your skill in an actual race.

* The ghost car won't be displayed unless the "GHOST CAR" in "OPTIONS" is turned ON.

Characteristics of Each Mode

Training

The red line indicates the proper way to drive the course. Refer to the mark indicating the next corner, and try to follow the line as much as possible. The brake display and speed advice are important for sound cornering. The speed advice is only displayed when the IBS is turned OFF.



Driving

Driving lets you drive alone freely. There is no navigation. See if you can apply what you've learned in training.

Race

Once you're confident in your driving, challenge the race. Demonstrate the techniques you have learned, and aim for 1st place.

Play Modes

The flow of each mode selected in F355 Challenge Passione Rossa and its rules are introduced here.

ARCADE

This mode is played just like the arcade version "F355 Challenge." As in the arcade version, the car settings can not be changed.

Once ARCADE is selected, the course selection screen is then displayed. Select the course, level and mode.

Rules

There is a time limit in each mode, but the remaining time is extended when the checkpoint is reached within a certain time, and the player can continue to play. When you're in Training or Race mode, the goal is reached once a certain number of laps have been run. The game is over when the remaining time is out. There are no continues.

In Driving, you can play as long as there is time remaining. Even when the time runs out, 99 seconds are added to the remaining time when the **Start Button** is pressed while CONTINUE is displayed, and the player can continue to play.

Name Entry

If you beat a record, your name can be entered. Use the **Directional Button LEFT** or **RIGHT** to select, and the **A Button** to confirm the selection.

You will be asked if you would like to save the driving data after the race is completed. To save, select YES. Only one set of driving data can be saved on each course.

CHAMPIONSHIP

A total of six races are held. In this mode, players compete for the highest total points acquired in each race. The car setting can be made here.

Flow of the Race

First, select a level. The six races are held within the selected level.

Menus are displayed before and after each race. Adjust the settings based on the results of your "TEST RUN," and challenge the race.

Select "DIGEST REPLAY" in the menu after a race to view the race in digest form.

START RACE: Begin the race.

TEST RUN: Test run the course. To return to the Race Menu, pause the game using **START** and select **QUIT**.

CAR SETTINGS: Adjust car settings.

NEXT RACE: Proceed to the next race.

DIGEST REPLAY: See the replay.

EXIT: Return to the Title Screen.



Race Schedule

Six races are held in the following order. The number of laps differs on each course.

Race 1	Motegi
Race 2	Suzuka Short
Race 3	Monza
Race 4	Sugo
Race 5	Suzuka
Final Race	Long Beach

Acquired Points

The following are the points earned in the order of race finish.

1st Place	15 pts.	6th Place	4 pts.
2nd Place	12 pts.	7th Place	1 pt.
3rd Place	10 pts.	8th Place	1 pt.
4th Place	8 pts.	Retire	0 pt.
5th Place	6 pts.		

SINGLE PLAY

Single Play is basically the same as "ARCADE" but does not have a time limit and the car settings can be changed. When "SINGLE PLAY" is selected, the Course Selection Screen is displayed.

To end the "Driving," press the **Start Button** to bring up the Pause Menu and choose "QUIT."



RETRY: Drive the course again.

DIGEST PLAY: View the replay.

SAVE DRIVING DATA: Save the driving data.

COURSE CHANGE: Return to the Course Selection Screen.

CAR SETTINGS: Adjust car settings.

EXIT: End "SINGLE PLAY" and return to the Title Screen.

Pause Menu

In the five gameplay modes, the Pause Menu is displayed when the **Start Button** is pressed during a race. Select the items with the **Directional Button UP** or **DOWN** and confirm with the **A Button**.

Press the **Start Button** once again to cancel the pause.

BGM: Turn the background music ON/OFF.

RETRY: Start over again from the beginning of the race.

RETIRE: Retire from the race.

QUIT: End play.

* Items differ based on the mode.

VERSUS PLAY

The screen is split vertically in two, and two players can play against each other. After selecting "VERSUS PLAY," select your course, level, and mode. The Menu Screen will be displayed. The menu screens before and after the race are the same as in "SINGLE PLAY." The only exception is that the "DRIVING DATA" cannot be saved.

Player 1 selects the course and mode, and both players select their own levels.

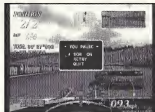
The top half of the screen is controlled by Player 1, and the bottom half by Player 2.

VS RACE: The winner is the one with the highest place in the given number of laps.

TIME LAG RACE: After passing the checkpoint, race until there is a difference over the regulated time.

NETWORK RACE

F355 Challenge Passione Rossa allows for the download of other people's times over the network which are then accurately represented in game in all aspects through the use of 'ghost cars.' Everybody races under the same



From: _____

Check here if this is a new a

13-4 ☐ Electronic
Gaming Monthly
13-6 ☐ Expert Gamer

13-14 ☐ Nintendo Power
13-16 ☐ Official Sega
Dreamcast Magazine

13-24 ☐ Sports Illustrated
13-26 ☐ S.I. for Kids
13-28 ☐ Stuff

WA
AC
ON
GL

Press the
BGM: 1
RETRY:
of the r
RETIRE
QUIT: E
Items

VE address. ☐

The screen
After se
Screen 1
same as
be saved
Player 1
players
The top
and the
VS RAC
place in
TIME L
race unl
regulate

NI
F355 Cl
over the
t

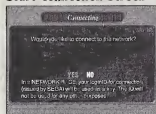
14

FIRST
CLASS
POSTAGE
HERE

REGISTER
ONLINE
AND WIN!
see back for details

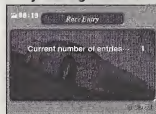
WARRANTY REGISTRATION
CLAIM ENTERTAINMENT INC
E ACCLAIM PLAZA
EN COVE NY 11542

Start Connection Screen



By selecting "YES" on this screen, the connection to the internet begins.

Entry Waiting Screen



condition; settings are not reflected, except your name, color, and number.

Before playing the "NETWORK RACE," you must register with an internet service provider.

Starting A Race

1. Connect to the internet. Select "YES" to begin connection to the provider.
2. Once connected to the server, you are entered, and the Course Selection Screen is displayed. Select your course and level. The course of the race is determined by the selection of the majority of the players.
3. Opponents are automatically selected from the entered players. Once the timer runs out, the race automatically starts with the number of players selected.

Race

The race order goes from Preliminaries to Finals.

Preliminary

In the preliminaries, players drive one lap alone. Start order is determined by the finish order of the preliminary lap. If time runs out during a player's preliminary lap, the lap will not be recorded. This player will start at the very end of the line. However, if there are multiple timed-out players, the order is decided on the distance driven.

* If there are over 9 players, players may fail the preliminaries.

15

Finals

Players drive alone in the finals, too. Drive the required number of laps. If a player doesn't reach the goal within the time limit, he is retired. The next screen is displayed.

After driving the required number of laps (or after retiring from passing the time limit), start to send your driving data. Next, receive the driving data of the other players. Once completed, the telephone line will hang up, and the ghost car play of the data received will begin.

Select "RETRY" on the End Screen to connect to the provider once again to enter the race.

Ghost Car Replay

View the race using everyone's driving data. While watching, press the **A Button** to switch (in order) the player the camera is following. Press the **B Button** to switch viewpoints.

Caution When Using the Internet

User Registration

One cannot connect to the internet unless the user is already set up with an internet service provider. For those who aren't registered as users, use the Sega Dreamcast Browser to register.

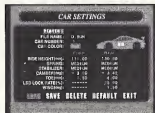
Log-In ID

In the "NETWORK RACE," the Log-In ID recorded in the game memory (the ID issued when registering with the Sega Dreamcast Browser) is used to identify the individual. The Log-In ID won't be used for any other purpose.

CAR SETTINGS

Car settings are made here. The front and rear can be separately set up with the exception of "WING" and "LSD LOCK RATE."

When changing a setting, select the item to change using the Directional Button, and confirm with the **A Button**. Next, change the setup using the Directional Button **UP** or **DOWN** and press the **A Button** once again to confirm.



Menu

LOAD

Loads the setting data previously saved. Select the memory card to be loaded and the data file name using the Directional Button and confirm with the **A Button**.

SAVE

Saves the setting data with the name entered in "FILE NAME." Select the memory card to be saved with the Directional Button and confirm with the **A Button**.

DELETE

Deletes the saved setting data. Using the Directional Button, select the memory card which the data to be deleted is located on, and the file name, and confirm with the **A Button**.

INITIAL SETTINGS

The current setting is set back to the initial setting.

EXIT

Ends the car setting.

Setting Items

FILE NAME

Enters the name when saving the changed setting.

CAR NUMBER

Sets the number of the car.

CAR COLOR

Sets the color of the car.

RIDE HEIGHT (mm)

The load movement and rolling amount will differ based on the riding height. When the front is lifted and the rear is lowered, the car tends to understeer. When the front is lowered and the rear is lifted, it tends to oversteer.

SPRING

If the spring rate is lessened, the movement change becomes more gentle, but the response worsens. If raised, it tends to do the opposite. If the front is strengthened and the rear is weakened, it tends to understeer. If the front is weakened and the rear is strengthened, it oversteers.

- * **Understeer:** Fills out on the outer side more than the steering wheel is turned.
- * **Oversteer:** Cuts in on the inner side more than the steering wheel is turned.

STABILIZER

The adjusted value is the diameter of the stabilizer. When set hard, the stiffness increases. It is the same as when the spring is hardened and suppresses the change in posture.

When the stiffness is higher, the load movement of the left and right wheels increases and the grounding is lowered. The car will understeer when

the front is strong and the rear is weak, and oversteer when the front is weak and the rear is strong.

CAMBER (deg)

This is the slanting of the tire when seen from the front of the car. If the front side is negative, it oversteers. If the rear side is negative, it understeers.

TOE (mm)

This is the slanting of the tire when seen from directly above the car. It changes the response of the front and rear stability when going straight and cornering ability.

LSD LOCK RATE (%) (rear only)

If there is a difference in the drive torque in the left and right driving wheels, this restricts the operation. The higher the lock rate, the stronger the tendency to understeer.

WING (deg) (rear only)

This is the angle of the spoiler. Moving it towards one side increases the down force on the rear of the car.

DRIVING DATA

View the graphics and replay of the driving data saved after the race.

The data saved on the arcade version "F355 Challenge Passione Rossa" twin type can also be selected.

LOAD: Select the driving data. Prepare 2 memory cards, and select the same course in 1 and 2 of "DATA AREA." The main data can be seen in Area 1, and the reference data can be viewed in Area 2.

DATA ANALYSIS: The various graphs of driving line, speed (thick line), engine speed (thin line), and shift change (right angle line on the bottom) can be viewed.

The driving line of the main data is indicated by red. The driving line of the reference data is indicated by yellow.

REPLAY: The Ferrari 355 drives on the displayed driving line. A red Ferrari 355 runs in the main data, and a yellow Ferrari 355 runs in the reference data. There are 4 viewpoints.

RECORD: The record can be viewed by course, level and by each mode. Select the mode, course and level using the **Directional Button LEFT** or **RIGHT**.

Driving Data

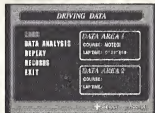
The driving data (driving line, engine speed, speed, etc.) of the fastest lap is recorded. Each course is a separate file, and 17~39 blocks are used. Once saved, the following is made possible.

Viewing the Data

Detailed data can be confirmed, and the graphic display and replay can be viewed.

Ghost Car

Automatically used as the ghost car data during free driving. In courses where data isn't saved, the standard data on the disc is used for the ghost car.



CONTROLLING THE REPLAY SCREEN



Directional Button Left or Right: Rewind/Forward.

X Button: Switch viewpoint.

Y Button: Switch display of main data/reference data.

A Button or Start Button: Pause

B Button: Quit

EXIT: Ends the "DRIVING DATA".

Caution When Saving

Only one instance of driving data for each course can be saved on 1 memory card. To save multiple instances of driving data of the same course, use multiple memory cards. By selecting "YES" in the confirmation screen, the driving data of the same course previously saved is overwritten.

HOME PAGE

View participants' internet rankings and the home page. Before viewing the home page, users must connect using an internet service provider. To participate in the internet ranking, insert the memory card with the game file into the controller extension slot.

OPTIONS

The various setting of the game and key assignment are done here. Select with the **Directional Button UP** or **DOWN** and press the **A Button** to confirm the item to change. Next, change the setting with **Directional Button Left** or **Right**, and confirm again with the **A Button**. Return to the previous screen by selecting "EXIT."

GAME SETTINGS

STEERING: Adjust the steering sensitivity.

ASSIST FUNCTION SETTINGS: Confirm the initial setup of the assist function.

TIME DIFFICULTY: Adjust the difficulty by changing the time limit in "ARCADE."

MAGIC WEATHER: Set the climate.

HANDICAP: There is a handicap only for players who select beginner and intermediate in "HEAT," and beginner in "AID." There is no handicap for "SIMULATION" for beginners or intermediate players.

GHOST CAR: Choose whether to show the ghost car.

LAP SETTING: Set the number of laps in the course. The laps increase in the order of "SPRINT, GRANDPRIX and ENDURANCE".

DRIVER NAME: Enter the name. This is the name displayed in the "NETWORK RACE."

DEVICE SETTINGS

Change the controls (key assignment). Select a pre-set control style or make a custom one.

ANALOG CALIBRATION

Slowly press the **Analog Thumb Pad UP** plus the **L/R Triggers**, then press the **A Button** where the analog input starts to work and press the **B Button** at the maximum value.

SOUND & SCREEN

AUDIO: Switch between stereo and mono.

BGM VOLUME: Adjusts the background music volume.

BGM TEST: Auditions the background music.

DEFAULT: Returns the background music volume to its initial setting.

WIDE: Sets the screen for wide televisions.

ADJUST: Changes the screen display position.

SAVE GAME

Saves the game file. Select the memory card to save with the **Directional Button** and confirm with the **A Button**.

LOAD GAME

Loads the game file. Select the memory card to load with the **Directional Button** and confirm with the **A Button**.

Courses

The courses that appear in this game are scrupulously made after actual courses. The courses are introduced here.

Motegi



Overall Length: 2414 miles

Maximum Bank Angle: 10 degrees

This extremely simple layout brings about a super high-speed contest. The course is more profound than it looks. Pay attention especially to the 3rd corner. If you don't slow down, you may hit the wall.

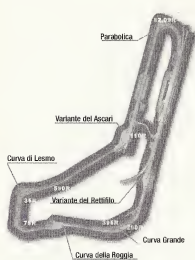
Suzuka Short



Overall Length: 2243 miles

Don't take it lightly just because it's a short version of Suzuka. Pay attention especially when entering the final corner from the opposite bank. The difficulty level is pretty high. Your time will differ greatly depending on how you attack this final corner. Needless to say, it is perfect for practicing for Suzuka.

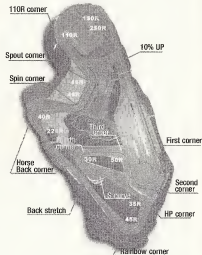
Monza



Overall Length: 5770 miles

A great speed track. There are many areas where the throttle can be opened up all the way, unlike the other courses. Besides the S curve and the two chicanes, it's mostly straight with gentle curves.

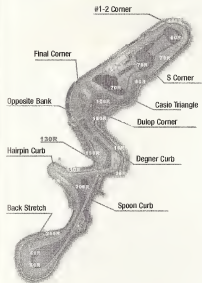
Sugo



Overall Length: 3704 miles

It is 70 miles above sea level, but it is comparatively easy if you keep the inclines in mind while driving. The most important aspect is the final corner. As long as you try to plunge into it, you can certainly ride on straight speed.

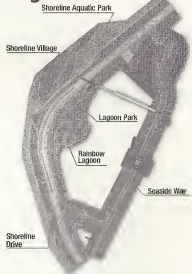
Suzuka



Overall Length: 5864 miles

One lap is very long here and there are few areas where mistakes are forgiven. The standard layout is in the shape of the number 8. It is a very technical course including various types of corners.

Long Beach



Overall Length: 2558 miles

High-speed straight-aways, right-angled corners and tight hairpins are skillfully combined in Long Beach. It is important to grasp the braking point of the right-angled corner after the long back stretch.

For the hottest hints and codes
on **ACCLAIM** titles:

Please call **1-900-407-TIPS (8477)**

The cost of the call is \$.95 per minute. You must be 18 or have parental permission and have a touch-tone phone.

Notes

Notes

ACCLAIM® LIMITED WARRANTY

ACCLAIM warrants to the original purchaser only of this ACCLAIM software product that the medium on which this software program is recorded is free from defects in materials and workmanship for a period of ninety (90) days from the date of purchase. This ACCLAIM software program is sold "as is," without express or implied warranty of any kind, and ACCLAIM is not liable for any losses or damages of any kind resulting from use of this program. ACCLAIM agrees for a period of ninety (90) days to either repair or replace, at its option, free of charge, any ACCLAIM software product, postage paid, with proof of date of purchase, at its Factory Service Center. Replacement of the software product, free of charge to the original purchaser (except for the cost of returning the software product) is the full extent of our liability.

This warranty is not applicable to normal wear and tear. This warranty shall not be applicable and shall be void if the defect in the ACCLAIM software product has arisen through abuse, unreasonable use, mistreatment or neglect. THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES AND NO OTHER REPRESENTATIONS OR CLAIMS OF ANY NATURE SHALL BE BINDING ON OR OBLIGATE ACCLAIM. ANY IMPLIED WARRANTIES APPLICABLE TO THIS SOFTWARE

PRODUCT, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE LIMITED TO THE NINETY (90) DAY PERIOD DESCRIBED ABOVE. IN NO EVENT WILL ACCLAIM BE LIABLE FOR ANY SPECIAL, INCIDENTAL, OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE OR MALFUNCTION OF THIS ACCLAIM SOFTWARE PRODUCT.

Some states do not allow limitations as to how long an implied warranty lasts and/or exclusions or limitations of incidental or consequential damages so the above limitations and/or exclusions of liability may not apply to you. This warranty gives you specific rights, and you may also have other rights which vary from state to state.

This warranty shall not be applicable to the extent that any provision of this warranty is prohibited by any federal, state or municipal law which cannot be pre-empted.

Repairs/Service after Expiration of Warranty—If your software product requires repair after expiration of the 90-day Limited Warranty Period, you may contact the Consumer Service Department at the number listed below. You will be advised of the estimated cost of repair and the shipping instructions.

Acclaim Hotline/Consumer Service Department (516) 759-7800

F355 CHALLENGE™ Passione Rossa. Original Game © SEGA ENTERPRISES, LTD., 1999. © SEGA ENTERPRISES, LTD./CRI 2000. Developed by AM2 of CRI. F355 Challenge™, Ferrari®, all associated logos and the F355 Challenge distinctive designs are trademarks of Ferrari Idea S.A. Acclaim® & © 2000 Acclaim Entertainment, Inc. All Rights Reserved. Marketed by Acclaim. Distributed by Acclaim Distribution, Inc. One Acclaim Plaza, Glen Cove, NY 11542-2777.

ESRR RATING

www.acclaim.com

This product has been rated by the Entertainment Software Rating Board. For information about the ESRB rating, or to comment about the appropriateness of the rating, please contact the ESRB at 1-800-771-3772.

Yoga is registered in the US Patent and Trademark Office. Yoga, Sweatshirt and the YIN-YANG logo are either registered trademarks or trademarks of Sage America, Inc. All rights reserved. Made and printed in the USA. WAREHOUSE: Open only web site: www.yogawarehouse.com and Sage Direct online systems purchased in North and South America except Argentina, Mexico and Uruguay. We do not operate with any other trademarks or Sage America products. Product covered under one or more of the following US Patents: 5,680,314; 5,555,176; 5,621,866; 5,682,172; 4,442,494; 4,458,694; 4,432,004; FR 36,348; JP 9,999,999; Patent pending in US and other countries; Canada Patent No. 1,163,278. The ratings are a trademark of the Interactive Digital Software Association. Sage of America Divsion, Inc. P.O. Box 3039, San Francisco, CA 94139.

28